Operating Manual

selec

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AN OVERVIEW

Coursewinner is intended to be used at or near the time of the race. As much information as you wish can be entered on up to ten runners in any race. Having entered data the program will correlate the factors and calculate the "real odds" on a win. The biasing relative to each factor is adjustable by the user - thus if you consider total prize money won, and form in the last three races to be the most important indicators, then these can be given more importance in the calculation. If you have favourite "Speed Ratings" then enter these for each runner and analyse using these factors on a high bias.

Once data is entered, you can adjust the biasing and do as many analyses as you wish. After a race is run the data can be recalled, and analysis re-run until the most imprtant factors are revealed.

You can enter as little or as much data as you wish. As a minimum, you must

enter the course, going (if known), distance of the race, names of fancied runners (up to 10), and prices.

Data is input under four main headings:

1) Draw/Wt/Placings

The draw (flat only), weight carried (including overweight or allowance) and placings in last three outings.

2) Jockey/Trainer Info

The leading ten jockeys and trainers are contained in the database (Flat or N/H). If any are represented, this information can be added.

3) Prize Money/Three Race Form

(From Sporting life etc). Total prize money won, Current seasons prize money, and detailed information on the last three outings. The distance, going, value to the winner and placing in each of the last three outings is used to calculate a "form factor".

4) Speed Factors

Speed ratings are published by various sources - you can take account of up to three such ratings.

THE MAIN MENU

Various functions are selected by pressing the appropriate key indicated by the menu.

Each function is described in detail:

C....COURSES

Before any analysis can begin, you must log in a course: type in the reference number of the course (visible on the screen). NB there may be some extra numbers after the last course listed- do not type in any of these extra numbers (available for future expansion) or the program will crash.

After typing in a course number, the computer asks for the going - type F for firm, G for Good, S for Soft, GF for Good to Firm, or GS for Good to Soft. For Goings not listed, use the nearest - eg for Hard, type F for Firm.

Course statistics will be displayed including draw favoured (flat only), and leading ten trainers and jockeys (at this stage just for reference).

N....LOG A NEW RACE

NB only one race can be logged at a time - previous information will be erased (you can store information to tape using function S).

Race length in furlongs... enter a figure 5 or higher.

Race time.... Enter race time if you wish (purely for your reference.

Names of Runners.... Type in the names of up to ten fancied runners type F to end the list.

V....VIEW INFORMATION

The data you have logged will be listed under relevant headings. Note

TPM = Total Prize Money Won

SPM = Seasons Prize Money

Numbers to the left of the horses name are the last three placings.

The 3 race form is not shown directly. This information is used to calculate a form factor which is shown when an analysis is run.

I....INPUT RACE INFORMATION

Information is input under one of four main headings as previously described. Under each heading, the runners names are put up one after another, and the input is prompted. If no data is known, simply type ENTER/RETURN.

During data input, you can usually abort (leaving all data entered up until then intact) by typing X . To enter data on a particular runner, you can jump into the middle of the list by typing a number - eg 3 will allow you to enter information on the third horse logged.

Note: X will not work during Jky/Tr data, nor during Speed factor entry - you must enter the whole list.

INDIVIDUAL DATA ENTRY

DRAW/WT PLACING

DRAW : Type in a number, or RET/ ENTER if not known.

WT CARRIED : Enter Wt in the form 8.12 for 8st 12lbs, 10 for 10st etc.

OVERWEIGHT
ALLOWANCE Enter figures in lbs
LAST 3 PLACINGS Enter the last 3 placings in the form ·012 , P2F etc. If there are less than 3, or none, enter what you can eg 3 , RET/ENTER.

JKY TRAINER INFO

Type in the reference number of jockey or trainer if they are represented in the top 10 lists. If not press RETURN/ENTER. NOTE: type one number followed by RETURN/ENTER - the cursor will move on to the next heading.

PRIZE MONEY/3 RACE DATA

TOTAL PRIZE MONEY
SEASONS PRIZE MONEY - This information is available in sporting publications including SPORTING LIFE.
No. OF OUTINGS
If you have information on up to three outings this should be entered under the following headings:

Distance in furlongs...
Going...
Value to winner...
Placing...

Note: this information is listed in convenient form in Sporting Life.

Analysis of 3 race form

During analysis the program compares the features of the current race with those in recorded outings. In outings where the race distance, and going was similar, more relevance is placed. A "form factor" is calculated, taking account of the value to the winner, and placing of the runner. This "form factor" is displayed along side the SP under the analysis heading. The relative importance of the 3 race form in the calculation is set by the user in the normal way (using the appropriate bias figure).

SPEED FACTORS

Ratings of various sorts are published by the sporting press. You can enter up to three under this heading.

The program expects a rating between 0 (the worst) and 100 (the best). If a particular rating uses the reverse convention (low for a better rating), then the figure should be subtracted from 100 before entry ie rating = 40, should be entered as 100-40 = 60
You should, of course, use the same speed factor heading (1 2 or 3) for a particular ratings entry for each runner.

P....PRICES

The computer automatically gives all runners a price of 50-1 until informed otherwise (at 50-1 the runner plays little part in the analysis). To change the price, simply type in the price against the name of the runner.

Price format:

7-1
3-2
1-3

Prices to one can be entered as a single figure - eg 2 = 2-1 .

As with all data, prices can be

changed as often as you wish.

A....ANALYSE CURRENT DATA

Analysis is performed, correlating the information at the set biasing.

The calculated odds against a win are given, with the most likely winner at the top of the list, and longer odds graded below. The SP is given for reference, followed by the form rating.

Profit level: One star for a fair bet, three for a very strong bet.

B....ADJUST BIASING (0-10)

The importance of each factor on analysis is set to a middle value on start up (5), but should be adjusted to your own values (gained by experience). To change the value, simply type it in. To cancel the effect of a factor altogether, type 0.

D....CHANGE JKY/TRNER DATA

This function allows the user to change Jockey/Trainer information stored in the database. Use with care. National Hunt and Flat databases are totally separate, and should not be mixed. If you make any changes using these functions,

the new database should be stored on tape (using function S from the submenu). Each time you use the program in future, you should insert your new database tape when the program indicates it is loading the data files (stop the tape, and substitute your tape - once the database is loaded you do not get an oportunity to change the database.

C....Change Course Info

Leading trainers and jockeys for each course are changed using this function. You will need the information sheets (supplied with the program) detailing the course numbers, and Jockey and Trainer numbers (There is space for more Jockey/Trainer names if necessary - see later).

Type in the course number, then leading Jockey/Trainer numbers when indicated.

After a number is typed, the relevant name is displayed to enable you to check the entry. If correct, type Y , if not, type RET/ENTER, and re-enter the correct number. You

must enter 10 numbers.You can leave an entry blank by typing 120 - which is reserved for use as a blank.

If you come across a name not on your lists, you should pencil in the name on your sheet, in the next available space, and type in this number. Later you should add the new name to your database in the computer (and save it to tape). there is space for up to 119 names - remember you must leave entry 120 blank.

A....Add a Name

Simply type in the name, and the next available space is filled. The reference number is displayed for you to fill in the appropriate space in your record sheet.

C....Change a Name

You can change any name in a list, but you must be certian the old name is no longer required ie the Jky/trainer has retired.

S....Save New Info To Tape

After any changes are made, you must save the new database. Do not forget to do this, otherwise

your new data will be lost the moment you switch off your computer.

Remember the N/H and Flat databases are quite separate, and data relevant to one should not be mixed with the other.

S....SAVE CURRENT RACE DATA
L....LOAD RACE DATA

At any time you can save the information on the race you are logging. If you plan to record more than one race on a tape, make a careful note of the tape counter reading to ensure you re-load the correct race. (The course and race time are noted in the recording, and displayed on loading a data tape).

General Advice

As there is so much data that can be entered on any race, the best results are likely to come from studying the effect of a few factors at a time. You can of-course enter as much data as you wish on a race, and turn off the bias of all but the factors you are studying at a particular time.

ADDENDUM

WARM START The program can be restarted without loosing data by typing GOTO 6000